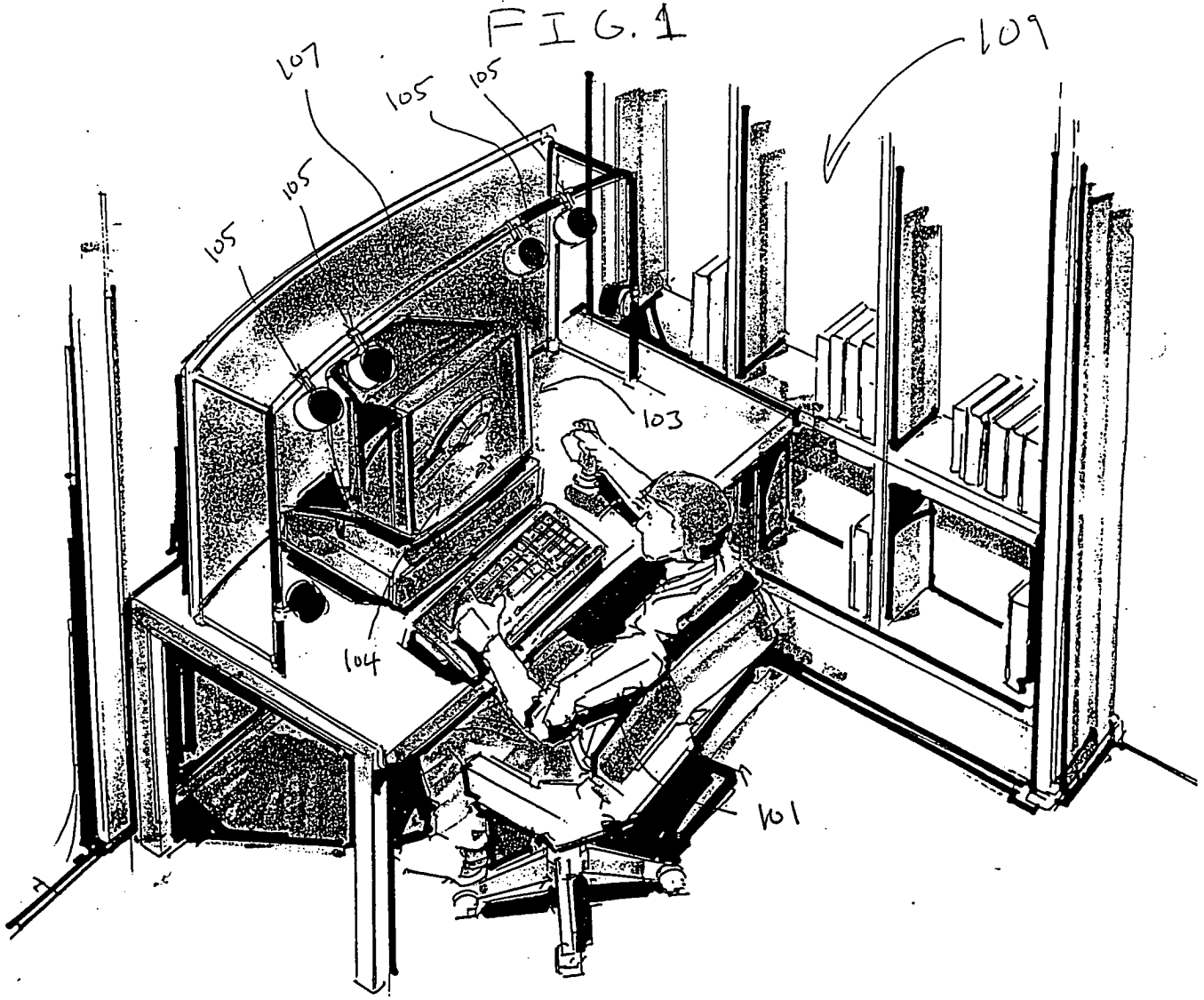
FIG. 1



EXPRESS MAIL

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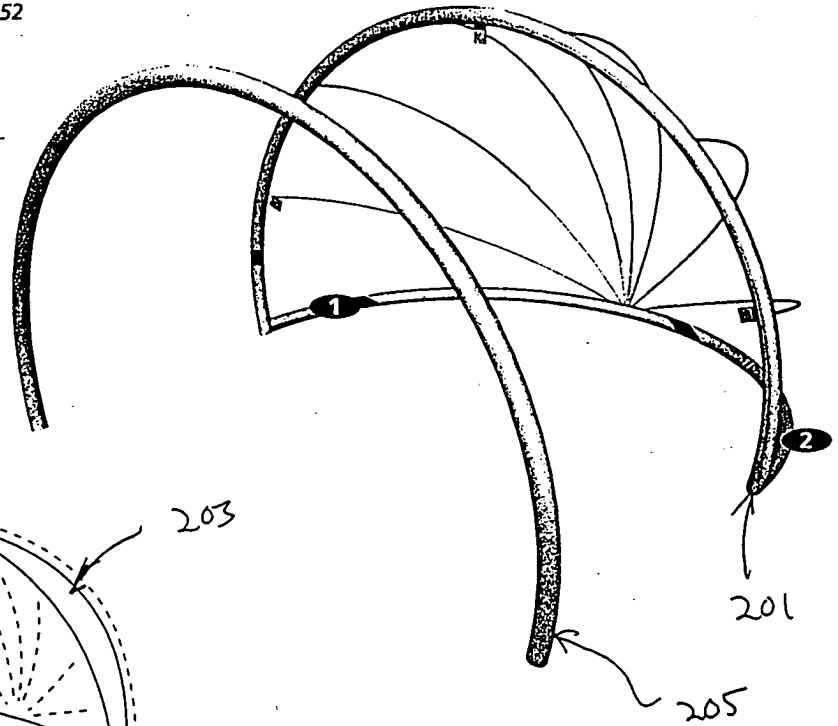
Project #11352

D.E. Canbana *Custom Curved Banner Structure*

Assembly Instructions

Custom Curved Banner Structure:
Parts List:

Quantity	*Description*
2	Tube Sections
7	Curved Spreader Rods
1	Fabric Cover



***Note:** Follow the diagram at left.*

***Note:** Alpha-numeric labels.*

1. Following the alpha-numeric labels, layout connect Tube Sections to each other using . buttons at points #1 & 2.
2. Insert Curved Spreader Rods into their respective holes in tube sections.
3. ***With clean hands and work area,*** remove fabric cover from storage bag, and install as shown (*see fabric detail at bottom left*). Zip closed, first along spreader rods, and then finally around the top perimiter of the structure. ***Note: Banner is under tension. Work carefully.*** Check for smooth and even banner surface.

The custom curved banner structure is now ready for mounting.

Cover Detail

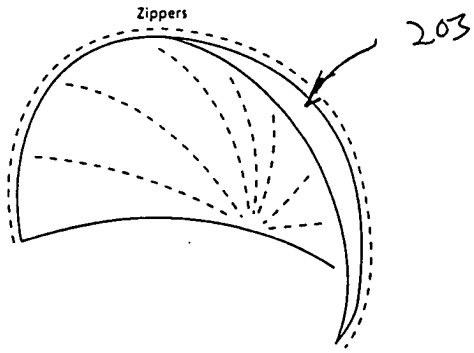


FIG. 2

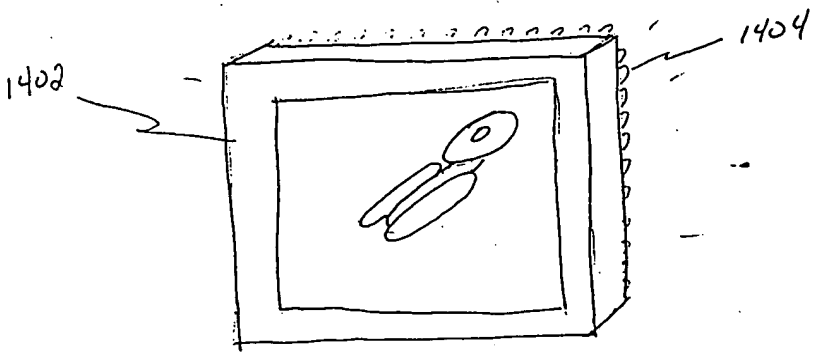


FIG. 3

Express Mail Label No. EV 339 920 305 US

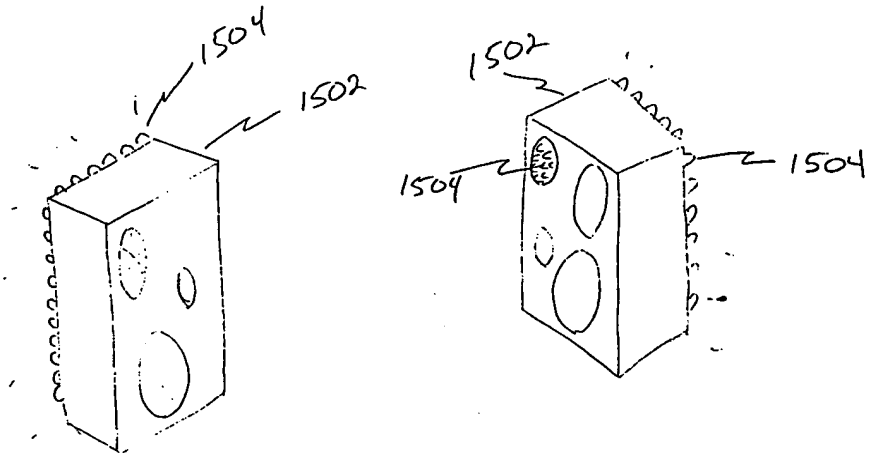


FIG.4

Docket No. 2003P00005

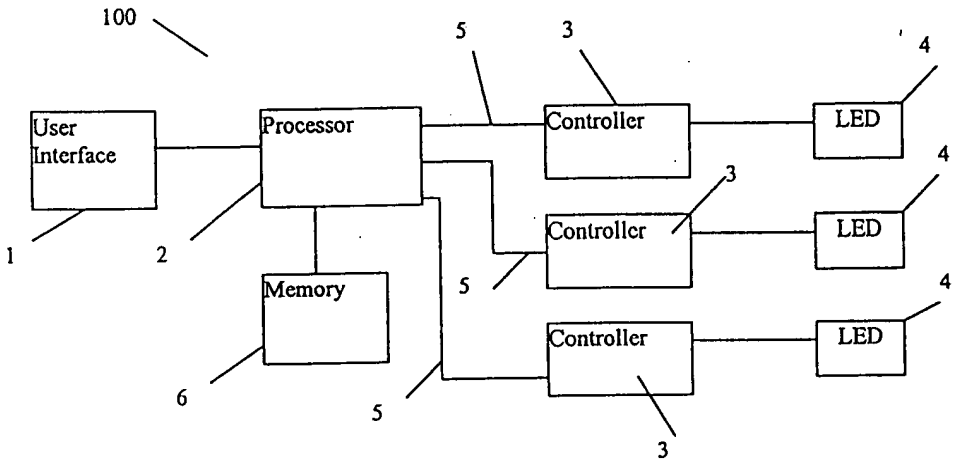

100
User Interface
Processor
Memory
Controller
Controller
Controller
LED
LED
LED
1
2
3
4
5
6

FIG. 5

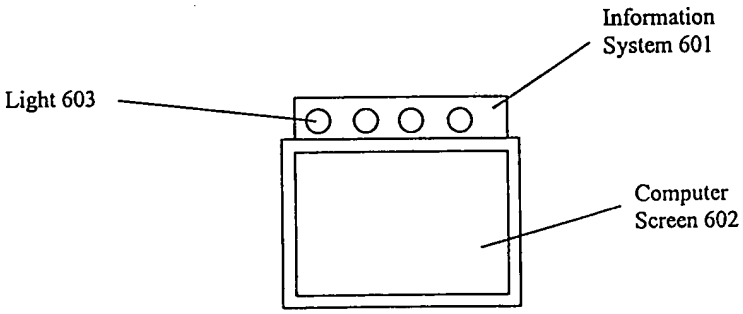


FIG. 6

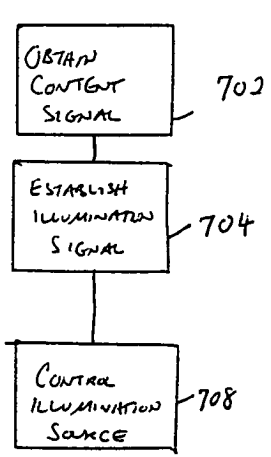

700
OBTAIN CONTENT SIGNAL
702
ESTABLISH ILLUMINATION SIGNAL
704
CONTROL ILLUMINATION SOURCE
708

FIG. 7

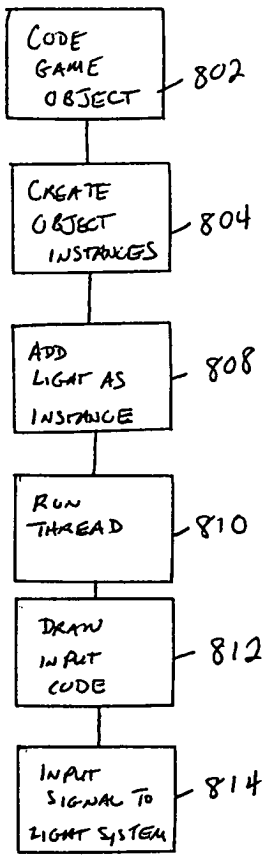

CODE GAME OBJECT
802
800
CREATE OBJECT INSTANCES
804
ADD LIGHT AS INSTANCE
808
RUN THREAD
810
DRAW INPUT CODE
812
INPUT SIGNAL TO LIGHT SYSTEM
814

FIG. 8

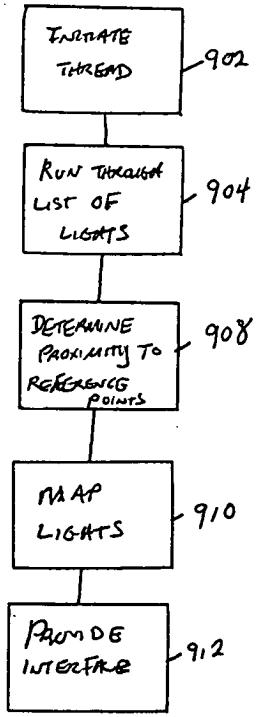

INITIATE THREAD
902
900
RUN THROUGH LIST OF LIGHTS
904
DETERMINE PROXIMITY TO REFERENCE POINTS
908
MAP LIGHTS
910
PROVIDE INTERFACE
912

FIG. 9

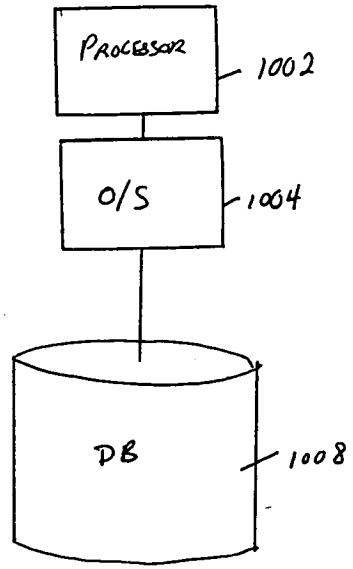


FIG. 10

1100

1102 LIGHT	1104 POSITION	1108 DIRECTION	1110 γ	1112 ATTRIBUTE 1	1114 ATTRIBUTE N
L1001	P1001	D1001	γ1001	. . .	. . .
L1002	P1002	D1002	γ1002	. . .	. . .
L1003	P1003	D1005	γ1003	. .	. .
L1004	P1004	D1008	γ1004	. .	. . .
L1005	P1005	D1001	γ1005	. . .	. . .

FIG. 11

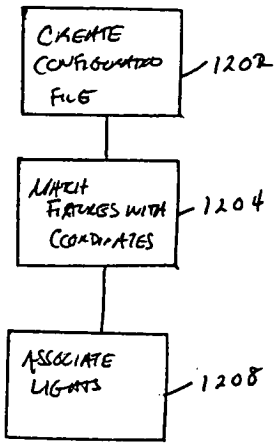

1200
CREATE CONFIGURATION FILE
1202
MATCH FEATURES WITH COORDINATES
1204
ASSOCIATE LIGHTS
1208

FIG. 12

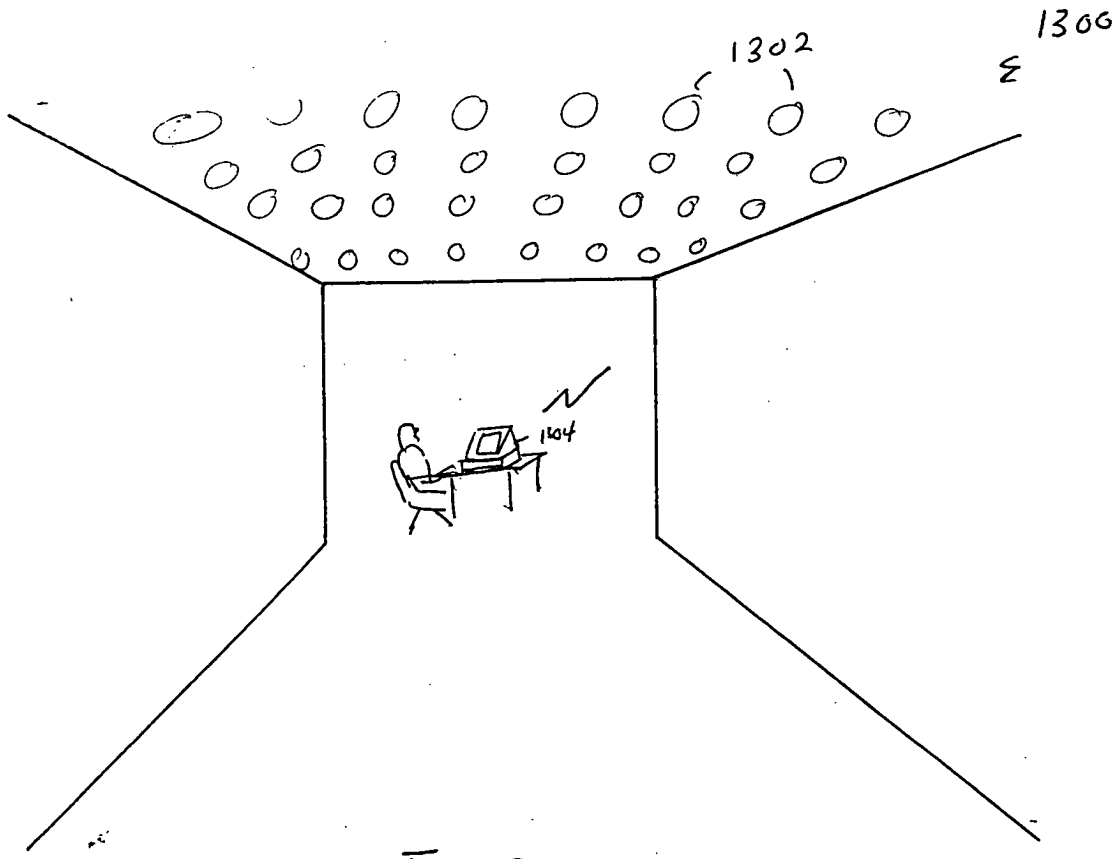


FIG. 13

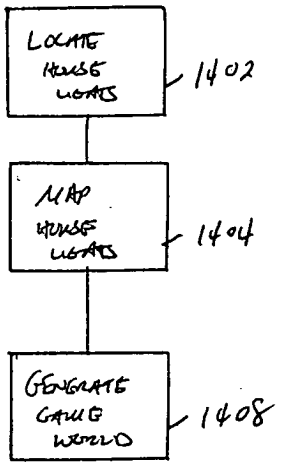

LOCATE HOUSE LIGHTS
1402
MAP HOUSE LIGHTS
1404
GENERATE GAME WORLD
1408
1400

FIG. 14

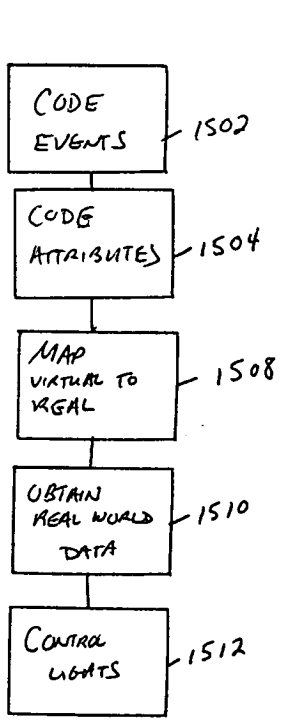

1500
CODE EVENTS
1502
CODE ATTRIBUTES
1504
MAP VIRTUAL TO REAL
1508
OBTAIN REAL WORLD DATA
1510
CONTROL LIGHTS
1512

FIG. 15

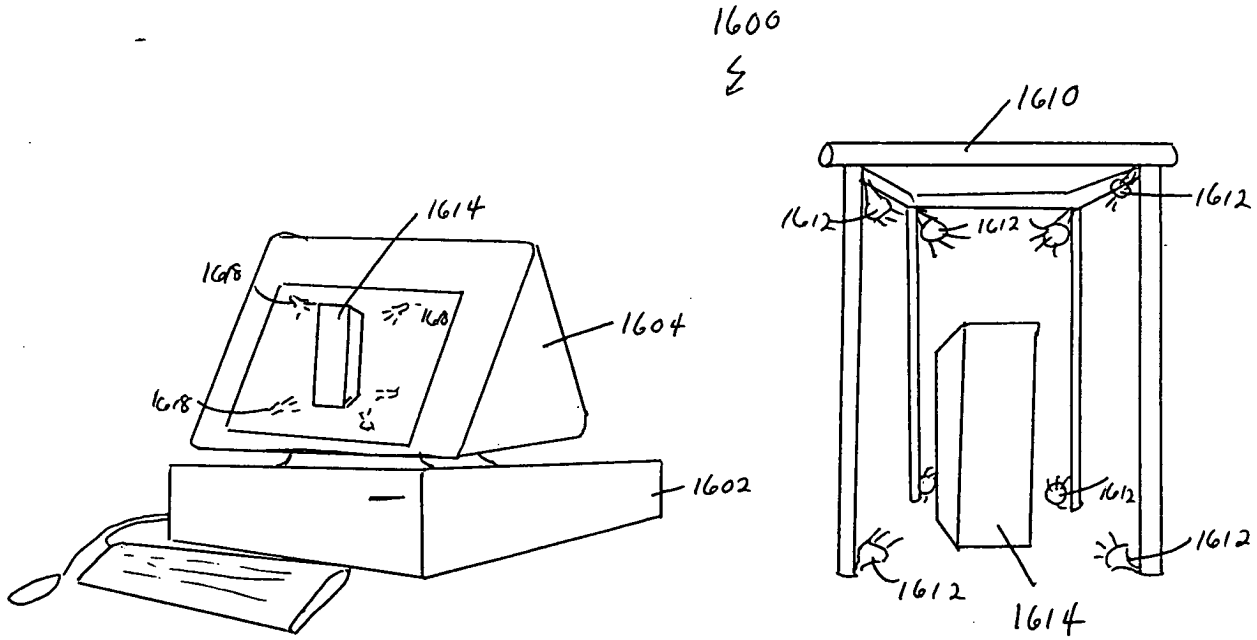

1600
1610
1612
1612
1612
1612
1612
1612
1614
1614
1604
1618
1618
1602

FIG. 16